"Gambler's Luck" - a roulette system linked to

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Introduction:

Roulette systems reliant on probability seem convincing of yielding positive results. They are often simple to play and sometimes successful, but in the long run they usually fail, mainly because they aim to force a winning outcome and thus have a high risk/win ratio - meaning risking a lot to win a little. One bad run and all the accumulated winnings, and more, are lost. Gambler's Luck does not aim to force a winning outcome and has a very low risk/win ratio. It utilizes the player's turn of luck to generate a controlled rising advantage.

The general strategy of the system is as follows:

1. The rate of your losses in each playing session is low and the total loss is adequately limited
2. There is no limit to winnings as long as profit is progressing
3. When lucky and winning, the betting is intensified so that winnings multiply when there are successive wins, giving a considerable boost to the running overall average net profit.

I have tried many systems in my long gambling experience. Gambler's Luck is the only system that works to keep me ahead at all times. If your priority is to play to win, this system will give you an excellent opportunity to triumph at roulette and stay ahead at all times. If your priority is to play for pleasure, then you may find it difficult to implement and benefit from a system. Gambler's Luck has a realistic approach to gambling in that it does not aim to win every playing session nor at every visit to the casino. In my experience

this approach is an effective way, and possibly the best way, to be a successful gambler.

Gambler's Luck is geared to exploit the occasional as well as successive turns of luck, effectively. It is comprehensive and it even takes into account the 'feel good' factor because feeling good and luck go hand in hand. It has ideally set limits and you will know exactly when it is time to quit and with just a single hit at any stage of a playing session quitting a winner is a certainty.
Gambler's Luck applies to the roulette game with one or two zeros where the house pays 35 to 1 for a number straight up bet. It applies to all Roulette tables and wheels.

The primary objective of the system is to get ahead and stay ahead at all times. *The second objective is to progressively extend your gains with time*. The system takes into account that in any one cycle of the roulette wheel, 38 spins, some numbers tend to come up more times at the expense of others that consequently do not come up at all, and is played on the inside bets, numbers.

Gambler's Luck is described below in detail for clarity and it may seem complex at first. As you put it into practice - familiarize yourself with it at home first - you will see that it is very simple to play, easy to follow and covers all aspects of the game. What you need is some money (see below, under "Risk capital"), some luck and some patience. There are over 30 years of roulette experience in this system that understandably you will not be able to see straight away. For optimum performance it is essential that you read what follows thoroughly and apply it precisely.

Bankroll and bets:

The bankroll per playing session is 20 units (chips). You can play one or more session at each visit to the casino. It does not matter if you gamble daily, weekly, monthly or irregularly. It should all add up to give you an average net profit. If you play more than one session at each visit to the casino, you close each session as set out below in "When to quit", and move to a different roulette table to start a new playing session, or just stop playing for a while and play again on the same table (wait a few spins if you are winning, more if you are losing).
After you have mastered the system, you can then move up to advanced play as described below under "Advanced play". You play for the highest pay out, that is, a single number straight up bet. This is the most effective bet placing at roulette and is the least affected by

the casino advantage (see the Appendix at the end for a theoretical analysis of bet placing). You must play only one number, and this remains the same number throughout any one session. You will probably be the only player at the table betting on a single number, and you may feel uncomfortable at first. Try not to and with time you should become used to it. You will notice that the other players at your table who cover many numbers will not usually last as long as you do.

You must play every spin, betting one unit at a time on one number only, except for the very first bet of the playing session, see below, under "First bet". If you win you double the bet on your winning number. Every time you win, and ONLY immediately following a win, you also place a double bet on the two numbers on each side of your main number on the roulette wheel itself, its neighbours, as if to widen the slot (cavity) of your main number on the wheel threefold. For example, if you are playing number 29, after a win you double the bet on 29 and also bet the same amount, two units, on numbers 7 and 18, the neighbours of number 29 on the European roulette wheel - on other wheels the sequence of the numbers can be different. Look at the wheel where the ball has landed and read the numbers from there. If this is difficult for you to do, ask any of the casino personnel to give you a scorecard with an illustration of the wheel showing the sequence of the numbers on it. Most casinos do have them; however, if they do not they should be able to advise you where to get one. If you win again for the second time in succession you double again, four units, on the same three numbers, but this time you add two more neighbours and from the roulette TABLE - not the wheel; one on each side of your main number; in this case numbers 28 and 30 (if your main number happens to be an 'end' table number such as 36 or 0, then assume the numbers go in circle, that is; the two table neighbours of 36 would be 35 and 0). You place five bets of four units each on the five numbers being played, which are 7, 29, 18, 28 and 30.
For example, you have three successive wins, say 29, repeat 29 and then 7; your bets will be one unit on 29 to start with, then two units on each of the three numbers (7, 29, 18), and then four units on each of the five numbers (7, 29, 18, 28, 30), followed by eight units on each of the same five numbers (maximum five numbers played) going for your fourth successive win. If you keep winning in succession (it doesn't matter which of the five numbers wins), you carry on doubling the bets on the same five numbers all the way up to the house limit and continue with maximum bets. As you reach sixteen unit bets all eyes will be on you, but do not let anyone or anything discourage you. Be prepared and go for it. Keep doubling all the way (you will need to

use higher value cash chips, so work out your bets in advance). This will be a rare opportunity and you do not know when the next one might arise. After a loss, go back to a single number, in this case 29, single unit bet, but on your next win you repeat the procedure as above. If you are up more than 20 units and your 'loose chips' (see below, under "When to quit") are more than 11, then your starter single number/single unit bet becomes a single number/double unit bet (that is, you bet two chips on your main number so that a win will take you straight to four unit bets) until your loose chips are down to either 10 or 11, then you go back to a single unit bet again.
If you play at on-line Internet casinos, select all the neighbours of your main number from the roulette TABLE. If say number 29 wins, the first two neighbours to add and bet on would be 28 and 30. If you win again in succession, the second two neighbours to add and bet on are numbers 27 and 31, thus you bet on 27, 28, 29, 30 and 31.

First bet:
Solely on the first bet of the playing session, you place three single unit bets, on your chosen number and its two neighbours. That is, if your chosen number is 29 you place a single bet on number 29, one on 7 and one on 18 (28 and 30 if playing on-line). If you win on your first spin, you double the bets on the same three numbers plus two double bets on the two TABLE neighbours. That is, you bet two units on five numbers and carry on as above. Notice that betting on five numbers after just one win applies only to the first bet (ordinarily, you would bet on five numbers after two successive wins). If you lose you play only your main number from then on, and bet on the neighbours only after a win.

How to choose a number:

Choose a table with a house minimum suitable to you and play on that table for the whole session. Take your time and, if you can, give preference to a busy table. Because you will be betting on one number only most of the time, you will not need much room to play but you should be able to feel comfortable and relaxed. If you cannot reach to place your bet ask the dealer to do it for you. You can choose any number including the zero(s) as long as they are appearing numbers, that is, they have won while you are at the table. Before deciding which number will be your main number for the session, change your money into chips (20 units) and wait for at least one spin, played while you are at the table. You can opt for the first number spun, or one of the following winning numbers. You must select your number immediately it comes up and you place your first bet on the very same number, and, for the first bet of the playing session only, its two

neighbours. You are going for a repeat outcome, and will make it your main number for the whole session. If you do not wish to decide on a number yourself, simply choose the first winning number played while you are at the table and bet on it, even if it is already a repeat outcome.
If you play at on-line Internet casinos, pick any one number and make it your main number every time you play at on-line casinos. Keep using the same number for as long as possible. If you prefer to change number regularly, do it at long intervals; say, every 30 or 50 sessions.

Value of a unit:

The value of each unit is entirely up to the individual player. It can be the house minimum or a higher value. It is essential to feel comfortable with the amount you are wagering and that you gamble money that you can afford to lose. If you initially decide on a certain value of a unit, but after successfully trying out the system you want to move up to a higher value, then ensure you have made enough profit to serve as a back up for at least ten playing sessions with the new intended higher value unit. Beware of being overconfident if you get well ahead in the early sessions. You are bound to have bad runs which can sometimes be persistent.
To make the most of the system play at a table where you can double your bets at least three times before reaching the table maximum. Say the table maximum on a number straight up bet is £200, the value of your single Unit bet should not exceed £25.

When to quit:

If you are winning - if you made one hit at any stage of a playing session, you must be - you will have regained your bankroll plus the winnings. If you can, request that your winnings be paid in single unit colour chips as much as possible before accepting higher value cash chips. Arrange all your chips in 20 chip stacks alongside your regained bankroll, and do not break them. Play with the loose chips, the leftovers that cannot make up a 20 chip stack. *Immediately you finish your loose chips it is time to quit*.
The only occasion where you can break a stack of 20 is if you need to place double bets on the three numbers after a win, or five numbers, if you are winning in succession, and there are not enough loose chips available. Once the stack is broken, you carry on playing regarding the remainder as loose chips.

If you achieve only one hit during the whole session, but it occurs early in the session, on your first 10 chips, 20 chips' profit is certain. If you make only one hit, but late in the session, on your

last 10 chips, after doubling your bets you will have your 20 chip bankroll back, but you will not have enough chips to make up one 20 chip stack profit. In this case you make one 10 chip stack as your profit, and any leftovers will be the loose chips with which to play.
Say your first win of a playing session happens on your last bet with your last chip. You receive 35 chips plus your winning bet (36 chips). You double the bet on your main number and place double bets on the two neighbours, 6 chips in total. You will be left with 30 chips, that is; one 20 chip stack, being your regained bankroll, one 10 chip stack profit, and no loose chips. If you lose that spin, you quit with 10 chips profit, but if you win again, you stack everything in twenties and carry on playing as explained in "Bankroll and bets" above.
If you do not win at all, your total loss per playing session must be 20 units.
If you play more than one session per visit to the casino your total Net loss must not exceed 60 units. As a general rule, at any one visit if you lose three sessions in a row or if you feel your confidence is sinking, whichever comes first, then quit playing for the day. The exception is if you are well ahead on the day and your confidence stays high, then you can carry on playing for as long as you want. In any case, it is best not to play more than one session if you had a net loss on your last two visits to the casino.

The arithmetic:

Because on the first spin of your playing session you will place three single bets (3 chips), you will have 17 chips left for 17 more spins, total 18 spins. In one playing session, with a double zero roulette wheel, 18 spins out of 38 and taking into account that on the first spin you play 3 numbers, gives you a slightly over 50% chance of winning. That is 20 in 38 (20 in 37 with a single zero roulette wheel).
Say you have 50:50 chance of winning or losing, then in theory you should
win every other session, but in practice this is not so. You should expect
to win in succession, lose in succession and even out in the long run, but
with a difference . . .
In an unlucky session you lose 20 units.
In a fairly unlucky session you lose 20 units.
In a very unlucky session you lose 20 units.
In an exceptionally unlucky session you lose 20 units.
In a lucky session you win 10-20 units.
In a fairly lucky session you win 40-80 units.

In a very lucky session you win 100-200 units.
In an exceptionally lucky session, who knows? 500 units? Or maybe 1,000 units? Let me know!
In a winning session 50% (10 units) profit is minimum. 100% to 400% (20 to 80 units) profit is common (two successive hits will secure at least 60 units profit). 500% to 1000% (100 to 200 units) profit is less common (three successive hits will secure at least 160 units profit). Getting four or more successive hits is rare but always possible. Four successive hits will secure at least 360 units profit, and five successive hits at least 780 units. Each additional successive hit will more than double the preceding winning total.

In the short run, the running expected average profit will fluctuate depending on the pattern of your lucky and unlucky sessions and will vary with each individual player's luck. Because of the nature of the strategy of the Gambler's Luck system, there is no targeted amount of profit. In the long run an average of up to ten units net profit per session can be expected, varying from player to player.
If after several playing sessions, or perhaps even after the first session if you are very lucky, you are up 200 units overall, then it will take 10 successive unlucky playing sessions to wipe out your profit. This is possible but highly unlikely. If you are up 200 units, chances are you will stay ahead for good.

Risk capital:

In a game of chance the improbable can happen. Records are always being broken and no matter how promising a system looks on paper there has to be a risk limit to test its worth. You could win right from the start and get well ahead to withstand subsequent losses without being down, and never look back. In this case your overall risk capital would be your first 20 units. On the other hand, you could lose from the start and will need to lay out more money to play more sessions before you start winning. To allow for that possibility be prepared to play several playing sessions before you can win and be in a comfortable winning margin.
Undoubtedly, some players will be lucky and others unlucky in the early sessions, but as a general average 10 playing sessions as back up (200 units) should be sufficient risk capital to get you over any possible initial bad luck.
For Gambler's Luck to work you should take off to a comfortable winning margin within the limit of your risk capital and no matter how many more sessions you play, win AND lose, you should always be in credit, your total winnings exceeding your total losses. In the long

run your gains should increase making it more difficult and eventually impossible for the casino to catch up with you.

Golden rules:

Refrain from any tempting deviations.
Do not play beyond the limits set out in "When to quit".
Always play full numbers straight up bets (no splits).
Once you choose a number, stick with it for the whole playing session.
Play every spin, from start to finish.
Place your single number bet after the start of the spin (except at On-line casinos where this is not allowed).
Place your double bets before the start of the spin.
Always double your bets after a win.
Never quit after a win.

Advanced play:

After you have mastered Gambler's Luck, you can then begin to play two or three sessions simultaneously. This will make things a bit difficult to follow at first and you should start with two sessions only, until you are comfortable enough to play three sessions. Again, you treat each session independently. You buy in for two Bankrolls of 20 units each. You keep them apart as if there are two players. The two sessions are played stepped by at least one spin apart.
Commence your initial session, choosing your first main number and playing your first spin. You then choose your second main number from any of the subsequently appearing numbers - obviously not the same one as your first number - and begin to play your second session. It does not matter if any neighbours of your two main numbers overlap, that is, they are common to both main numbers, or if a neighbour of one main number is the other main number itself. However, if you feel that this can be confusing, then skip the numbers whose neighbours will interfere with your first main number and wait until another number comes up and make that your second main number.
You proceed with your play as if there are two players playing the same system; keep each account separate and follow the system in every way as explained above. If you like to play continuously at the same table and you are not losing, you can 'chain' your playing sessions, that is; start a new session
with a new number any time before your current session ends, playing a maximum
of three simultaneous sessions (three main numbers) at any given time.
If you are winning, you can carry on playing 'chained' sessions at the same table for as long as you want. When playing simultaneous sessions, you place all bets, singles and doubles, before the start of

the spin.
If you play at on-line casinos, you pick your main numbers as you wish and play the same numbers every time. Play multiple sessions stepped by at least one spin and select all neighbours from the TABLE. However, because of the VIRTUAL chips given to you as CREDITS in digits, you will not be able to split your bankrolls and you will find it difficult to keep separate accounts for each individual session without the use of pen and paper. Therefore the advanced play is not practical for on-line casinos and unless you are prepared to use pen and paper it is best to play one session at a time.

Conclusion:

Of course this system is linked to luck. If you believe that roulette is a game to play by probability, then it is unlikely that you can accept the principles of Gambler's Luck and therefore you will not feel comfortable and may give up sooner than later. If you agree that roulette is a game of luck and that you cannot force a winning outcome, then you will probably persevere and have a very good chance to benefit from this system. As it stands, Gambler's Luck turns the long-term likely outcome in favour of the player:
*In the long run the winning and losing sessions should even out in number,
but your winning sessions should make up for the losing ones and yield a
net profit. Additionally, you never suffer a substantial loss in any losing
session. Instead, you can expect occasional substantial wins in your winning sessions*.
Of all the player's weaknesses probably the hardest one to overcome is to quit in defeat. Twenty units of loss has made this less hard to accept and proved to be the ideal all-round bankroll in a playing session:

1. It is easily recoverable
2. It gives you a reasonable amount of playing time (When you are lucky it will
   show up within 18 spins, believe me)
3. It gives you 50:50 chance of winning or losing
4. With just one hit and you have secured the bankroll and a minimum 50% profit
5. It leaves an open door to more winnings after first securing itself -
   after just one hit you will be gambling with only your profit
6. For each 20 units won, one playing session is gained.

Quitting with an acceptable loss means that on your next visit your confidence will still be high and that, I am sure you will agree, is an important factor in gambling. If you plan to play more than one session at one visit or if you decide to step up your stakes and play with units of value higher than your usual, take this into account and do it progressively.

Good luck!
Jacob Kanzen

APPENDIX.

You will have a better opportunity to be a winner in the long run if you always bet on a few numbers straight up. The fewer the better. The casino advantage at roulette is in the reduced pay out taken only when you win. When you win the casino wins. The casino takes 5.26% (or 2.7% for a single zero Roulette wheel) of your win EACH time you win and ONLY when you win - WHEREVER you place your bet.

Consider the following 3 theoretical instances. You play at a double zero roulette table. You play one complete cycle of the roulette wheel, 38 spins in each of the three instances. You have 38 chips to play with plus an unspecified number of chips, say X, for paying your losses (the casino advantage).

1. If you were to play 38 spins and each time covered half the numbers (19 numbers) as straight up bets, you would have a hit half of the time, say, every other spin. Each time you lose you lose 19 chips. Each time you win you are paid 35 chips plus your winning bet, total 36, less the 19 placed bets, you win 17 chips. After each loss and a win (2 spins), you would be down by 2 chips. Thus, after 19 losing spins and 19 winning spins, you would be down by 38 chips.
2. If you were to play 38 spins and each time covered all the 38 numbers as straight up bets, you would have a hit every spin. Each time you win you are paid 35 chips plus the winning bet, total 36, less the 38 placed bets, you

lose 2 chips. Thus, after 38 'winning' spins, you would be down by 76 chips.

3. If you were to play 38 spins and each time placed one single bet on one
number straight up, you would have a win on one spin only and lose 37 spins.
Say you lose 37 spins and have a win with your last chip on the last spin,
you are paid 35 chips plus your winning bet, total 36, out of your initial 38
chips, you would be down by only 2 chips.

Therefore, with the same amount of playing money and for the same number of spins you lose the least by betting on a single number straight up. The casino advantage is in the reduced pay out and is therefore a form of tax that you pay and only when you win. The more numbers you cover the more spins you win the better for the casino. In real terms, based on a bankroll of 38 chips and one cycle of the roulette wheel, 38 spins, the casino advantage is as follows:
100% if you bet on half the numbers
200% if you bet on all the numbers
5.26% if you bet on one number
(For a single zero wheel, the casino advantages are about half the above.)
As you can see, the fewer numbers you cover the better. The same applies to the outside bets. The 'outside' bets are just shortcuts to betting on the 'inside' bets, numbers, and the zeros are not the casino advantage. They are two playable numbers. The zeros have been added to the wheel to create a pay-out advantage without changing it at 35 to 1, total 36, because 36 is divisible by 2, 3, 4, 6, 12 and 18 (which are the possible betting combinations on the roulette table *) and therefore best suited to simplify the pay out of all the winning bets. The casino could still gain an advantage by paying, say, 33 to 1 and use a wheel with no zeros, but they will need to use fractions of units when paying out. This would be confusing and time consuming. For example: if you bet 18 units on Black or 1 unit straight up on each of the 18 Black numbers and a Black number wins, you would collect, including your winning bet, 36 units in both cases. That is, in both cases the casino gains 2 units. With no casino advantage, the casino should pay you, including your winning bet, 38 units. When the casino pays a 1 to 1 EVEN bet, 5.26% of your win has been deducted. With no casino advantage, it should pay you 1 + 2/18 of your bet and you get to keep your bet.
In the long run, the more SPINS you win the more erosive the casino

advantage. That is, the higher the win/lose ratio the better for the casino. This can be significant when planning a roulette gambling strategy.

Some casinos offer a 'bonus' payment on bets that produce a high win/lose ratio. The EVEN bet is the single-bet placing that produces the highest win/lose ratio (18:20 - you win 18 spins and lose 20) per cycle, 38 spins, and is the highest advantage earner for the casino in terms of frequency, followed by the DOZEN or COLUMN bet (12:26). Where a casino gives a 'bonus' payment on the EVEN bet by returning half your bet when the outcome is zero (or allows the 'en prison' option), then the DOZEN or COLUMN single-bet placing becomes the most frequent advantage earner for the casino. * Except for the five-number bet: 1, 2, 3 and the two zeros.

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